Game Design Document

1. Game Overview
2. Unique Selling Points
3. Platform Minimum Requirements
4. Game Objectives
5. Game Rules
6. Game Structure
7. Gameplay
   1. Game Controls
   2. Game Camera
8. Player
   1. Player Characters
   2. Player Metrics
   3. Player State
9. NPC Enemies
   1. Enemy Characters
   2. Enemy States
10. Level Design
11. Audio
12. MVP (Minimum Viable Product)